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Level 52: "Tea Party"

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Survival Difficulty: Class 1

- Safe
- Stable
- Minimal Entity Count

Description

An image taken by a Wanderer of the tea party.

Level 52, known as the "Tea Party," presents a picturesque scene—a grassy hill adorned with a pink-clothed table and chairs featuring plush pink cushions. Delicate and intricate teacups and a porcelain teapot embellish the setting. A cherry blossom tree stands nearby, enhancing the tranquil atmosphere. Curiously, Level 52 perpetually basks in eternal daylight, the sun refusing to descend beyond the horizon. The presence of clouds overhead imbues an unsettling sensation, as if their gaze penetrates deep into your soul, observing your every move.

Curiosity compels the wanderer to take a seat at the table, triggering the appearance of an entity on the opposite side. The entity that manifests across the table will embody the wanderer's utmost aversion among all entities. It seeks to engage the wanderer in a tea party, pouring a cup of tea as a gesture of hospitality. The outcome of this encounter depends on the wanderer's choices. The entity persists in pouring cup after cup of tea until the teamaker runs dry, engaging in an ongoing conversation with you until the very last drop.

If the wanderer attempts to escape or confront the entity, the cup of tea transforms into

corrosive acid, inflicting a fatal burn upon the wanderer's face. Alternatively, the wanderer may engage the entity in conversation, discovering the entity's ability to communicate in the wanderer's language. Throughout the tea party, the wanderer must maintain a consistently kind and courteous demeanor towards the entity, regardless of unfolding events. The goal is to avoid angering the entity, as doing so jeopardizes the wanderer's chances of progressing to a different level.

Once the tea in the teapot is depleted, signaling the conclusion of the tea party, the wanderer will be transported to a different level based on the interactions and choices made during the gathering. In situations where the tea party in the level lacks a definite outcome, a third entity emerges, referred to as "The Host". Approaching the table, he gracefully replenishes the tea in the cups, marking the occasion as the final evaluation, before taking his leave.

Entities

Within this level resides a distinctive entity known as "The Host" or "The Tea Party Host." Their role revolves around the arrangement of the tea party and the pouring of tea into the teamaker. While they typically refrain from interacting with wanderers, there have been occasional exceptions, according to tales. There exists no concrete evidence to substantiate claims of hearing The Host speak, although some accounts suggest a calm and soothing voice. Rare as it may be, those fortunate enough to witness his appearance describe him as perpetually adorned with a warm smile.

The Host's presence is infrequent and reserved for specific purposes, such as pouring an additional cup in exceptional cases where a wanderer's evaluation remains incomplete. Standing at a height of 6'1", dressed in an attire resembling that of a waiter, The Host possesses tranquil eyes that mirror the vastness of the sky, seemingly belonging to someone in their mid-30s. The origin of The Host remains shrouded in uncertainty, as reports indicate that he materializes on the hill, seemingly emerging from nowhere to fulfill his purpose, only to vanish once again upon completion.

Colonies and Outposts

Due to the nature of this level, colonies and outposts are unable to be established.

Entrances and Exits

Entrances

- Pouring Tea into the waters of Level 37 will bring you to this level.
- Noclipping through a cup of tea or a teapot will lead one to Level 38.1.
- Attempting to enter the outside areas of Level -560 leads one to this level.
- Throwing a cup of hot tea at your most hated entity in any level has a small chance to bring you here.
- Having a tea party exactly at noon has an extremely rare change to bring you to Level 52, regardless of the level you may be in.
- Finding a blossom tree in Level 137 will bring you into Level 52.
- Buying a tea bag in Level 849 opens a door that leads here.

Exits

- If the wanderer is kind to the entity through-out the conversation and engages with the entity in a conversation until the tea party ends, they will be sent to Level .
- If the wanderer is uninterested in the conversation and doesn't pay much attention to it, they will instead be sent to Level 3.
- If the wanderer acts rude towards the entity and doesn't drink the tea, they will instead be sent to Level 8.
- If one attempts to harm The Host, they will be sent into Level 0.67.

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